WALKING AND CLIMBING

WALKING

In *Tony Hawk's Underground 2* you can get off your skateboard and walk or run. To switch from skating to walking, press **Key Pad 1**. While in Walk Mode, use the directional keys to control your skater. By pressing and holding **Key Pad 2**, your skater will run instead of walk.

CLIMBING/HANGING

To climb and/or hang, you must first be in Walk Mode, then jump (using **Key Pad 2**) near a wall or hanging wire and press **Key Pad 9** to grab the ledge. While hanging, press ⬅ and ➡ to move your position on the ledge, and press ⬆ to climb up onto the ledge surface.

Note: Not all ledges allow climbing or hanging.

TAGGING

Walk over to a wall and lay down your very own graffiti tag by pressing **Key Pad 8** while you're facing a flat surface. You can also use the new Create-A-Graphic mode (see page 23) to customise your tag and make it your own.

CONTROL TIPS

- When you bail, tap the keys on the Key Pad repeatedly to get up faster.
- Each skater has a different trick setup. You can configure your tricks any way you like using the in-game Edit Skater/Tricks menu.
- Special tricks have high point values. Expand your available special tricks by playing through Story Mode.
- You can jump off your board and continue your combo run for a limited time. Use this move to get your speed back up and keep tricking (just before you think your combo is over).

SCORING TIPS

- Combine grab and flip tricks while catching air for higher scores.
- You can continue your combo moves using reverts and manuals. Manuals keep your combo going across flatland ground sections. Reverts keep your combo going from big air tricks off ramps.
- During a run (unless in a free skate session), every time you repeat a trick, the trick's point value decreases. To get a high score, you're going to have to think about your "line" and mix up the tricks you perform.
- Switch tricks are worth more and devalue separately from regular tricks.
- Try to trick into and out of every grind.
- Use special tricks for huge scores.
- Spinning (540°, 720°) while in the air performing tricks nets bigger scores. Press **Key Pad 7** or **Key Pad 9** to spin around faster.
- Every trick in a combo adds to your score multiplier.
- Nollie tricks score more points than regular ollie tricks.
- Trick across gaps (the blue text transfers) to maximise your combos.
- When landing from a quarterpipe, revert then manual to continue your combo.
- You can combo every type of trick—lip tricks, manuals, vert tricks, grinds, etc.—and use revert to link them together. There are also spine transfers and skitching—and you can link those in your combos, too!